

Curse of Atlantis

T H O R G A L ' S Q U E S T

FROM THE DEPTHS OF
THE SHADOWS, EMERGES
A CONQUERING HERO

EVERYONE



WINDOWS®

98/ME/2000/XP

THE
ADVENTURE
COMPANY™

Main Menu



At the Main Menu you may access the following:

New Game – Begin a new game

Load Game – Load a previously saved game

Album – View the evolving storyline of the game in a beautiful comic book scenario

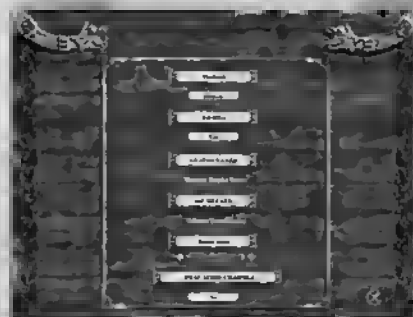
Options – Adjust the various graphic and sound options

Credits – A list of all the people who made the game

Player Choices – Return to the Player Selection Screen

Quit – Exit out of the game

Options Menu



In the Options Menu, you may adjust the following:

Shadows: Select the level of shadowing visible in the game

Subtitles: To have the subtitles visible or hidden during gameplay

Graphics Card: Select the graphics card

Sound Card: Select the sound card

Sound Level: Adjust the volume of the in-game sound

Swap Audio Channels: Select to have the sound come

through the other speaker. For example: a sound may only be broadcast through the right speaker. If the Swap Audio Channels is selected as 'Yes,' that sound will now be broadcasted through the left speaker. Most sounds in the game, however, are broadcasted in stereo through both speakers.

Click the icon on the bottom right of the screen to return to the Main Menu.

The Activity Bar

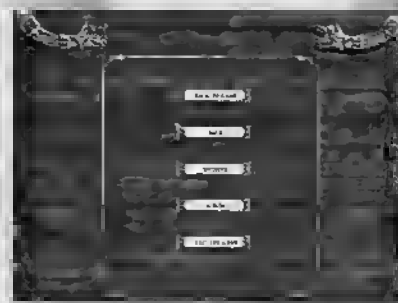


Album

During gameplay, right-click to access the Activity Bar. The Activity Bar will open on the bottom of the gameplay screen.

From the Activity Bar, you will be able to access the In-Game Menu, the Inventory items and the Album.

In-Game Menu



During gameplay, right-click to access the Activity Bar. Click on the Archway icon on the bottom right of the Activity Bar to access the In-Game Menu.

From the In-Game Menu you may access the following:

Back to Game – Return to gameplay

Save – Save your game in progress

Options - Adjust the various graphic and sound options

Album – View the evolving storyline of the game in a beautiful comic book scenario

Exit the Game – Return to the Main Menu

Inventory

During gameplay, right-click to access the Activity Bar. From the Activity Bar, you will be able to access the inventory items you collect during gameplay.

When you collect an inventory item during gameplay, a small box with the image of the item will appear on the upper-left corner of the gameplay screen. This indicates that the item has been collected and has been placed in your inventory.

To access an item from your inventory, right-click to access the Activity Bar. The inventory items will appear in separate slots on the Activity Bar. Click on the item you wish to use. You will then return to gameplay, with the inventory item beside the cursor.

The Album

As you progress through the adventure, the storyline will appear in beautiful hand-drawn illustrations in the Album.

Saving Your Game



To save your game, right-click to access the Activity Bar. The Activity Bar will appear on the bottom of the gameplay screen. Click on the Archway icon on the bottom right of the Activity Bar to access the In-Game Menu. Select 'Save' to access the Save Menu.

Click on one of the available spaces and then click on the 'Save' button. Your game will be saved and you will return to gameplay.

To overwrite a previously saved game with a new one, click on a previously saved game. You will be prompted to confirm that you want to overwrite the saved game. Select

to overwrite the saved game and your new game will be saved in that location. You will then return to gameplay.

Please note: As **Curse of Atlantis™: Thorgal's Quest** is a challenging game, we recommend that you save your game often!

Loading a Saved Game



To load a previously saved game, right-click to access the Activity Bar. The Activity Bar will appear on the bottom of the gameplay screen. Click on the Archway icon on the

bottom right of the Activity Bar to access the In-Game Menu. Select 'Exit the Game' to return to the Main Menu.

At the Main Menu, select 'Load' to access the Load Menu. Each saved game is indicated by an image of the location where the game was saved, and the name of the location where it was saved. Each is date and time stamped. Click on the saved game image you wish to return to, click on the 'Load' button and you will then return to that part of gameplay.

Cursor Explanations



Selection Cursor: General cursor for selecting menu items, etc.



Directional Cursor: Indicates that you may move your character in that direction.



Action Cursor: When spinning, this indicates that an action is possible here, sometimes requiring an inventory item.



Inventory Cursor: Indicates that you may collect this item into inventory.



Conversation Icon: Indicates that you may speak with this character.

General Gameplay Items

1. To make Thorgal run, double left mouse-click when you have the Directional or Action cursor.
2. When an item or person can be interacted with, they will appear to 'light-up' when you scroll over them with the cursor. When you are not certain what to do in a location, it is a good idea to move your cursor over the gameplay screen to see what might be possible.

First Five Minutes of Gameplay

The Viking Village

After the introduction, you find yourself, as Thorgal, on the dock outside a roughly hewn house, while the storm winds blow around you.

Enter the house. This is Oldreif's home and he is the ruler of this island. Speak with him until all conversations have been exhausted. (This means you might have to click on him again, until a line of dialogue is repeated.) Oldreif complains about the storm and that the wind was so strong he had to tie down the bell as it was ringing wildly. Speak with Oldreif about the possibility of traveling through the forest to get to the other side of the island. Oldreif refuses to let you cross the bridge because of the danger that the Pillagers in the forest pose to all strangers passing through.

During a cutscene, the magician, Noral, appears. Cross the room and speak to him. He suggests you look into the mirror to see your destiny reflected within. Cross to the chest to the left of Noral and pick up the mirror. During this cutscene, you see that your son, Jolan, is in danger, apparently by Thorgal himself. Speak with Noral again. He

mentions that there is a fisherman, named Maleb, who might lend you his boat to get home, however he is on the other side of the island. When Noral leaves, another cutscene appears, where you see how magical Noral truly is, and you are left standing outside alone.

Walk to the right of the gameplay screen, to the end of the village path, and you will come upon the drawbridge. Examine the mechanism to discover that there is a piece missing to make it operational.

Return to the village. You will see a woman kneeling on the ground, busy tending to her chores. Behind her is a spot on the grass which is worn down from use. By the wall there is a rotating target. Stand in the worn out spot and take aim at the target. Aim at the center of the target, and release the arrow to hit the target. Once you have hit three arrows into the target, (you have many chances to try) the music will indicate that you have completed this task.

Speak to the woman who is kneeling on the ground. She will tell you about the dragon who lives in the forest. She will also tell you that the lever to the bridge is hidden in Oldreif's house. As you have already successfully shot three arrows into the target, she gives you her son's knife. If you

haven't already shot the target three times, go back to the target and when you have completed this task, speak with her again to receive the knife.

Return to Oldreif's house, but instead of going inside, go around the side of the house, to where you first arrived, and find the bell. Select the knife from inventory and cut the rope. This will trigger a timed sequence and you must now return to the house. Once you enter, Oldreif will leave to re-secure the bell and stop it from ringing. Hurry, you only have a short period of time to take the lever for the drawbridge before he returns. The lever is behind the shield, to the right of the entrance door.

Once you have the lever, return to the drawbridge. Select the lever from inventory and pull it to raise the bridge.

Walk across the bridge, and enter the Pillagers' Forest.

Enjoy the rest of the adventure!